

CONTENTS

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting DINO CRISIS 2 for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. DINO CRISIS and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE

(1-900-976-3343)

\$99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission.

Game Counselors available Monday-Friday 8:30 a.m. -

5:00 p.m. Pacific Time. This hint line supports games

produced by CAPCOM ENTERTAINMENT, INC. only

No hints will be given on our Consumer Service line.

You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

<http://www.capcom.com>

Visit our website to see all the great new CAPCOM

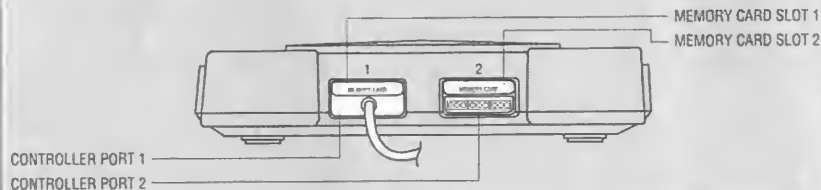
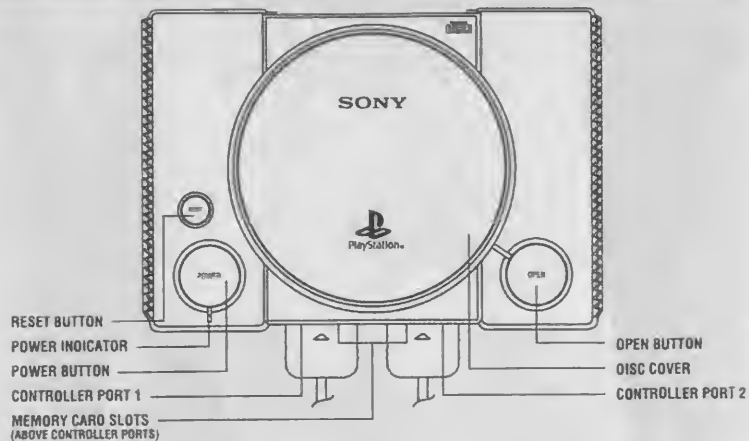
products or to check out featured games on-line! Email us

at megamail@capcom.com for technical help or to find out

what's new at CAPCOM!

Setting Up	2
Controls	4
Drop In on Danger ...	6
Regina	8
Dylan	9
David	10
Mysterious Survivors	11
Dinosaurs	12
Starting the Game	14
Your Mission	14
Main Menu	14
Option Mode	15
Basic Actions	16
Inventory	18
Extinct Points & Bonus Points	20
Save Points & Purchasing Items	20
Damage / Recovery	21
Game Over / Continue	21
Saving Game Data	22
DINO CRISIS 2 Strategy Guide	23
Capcom Edge	24

SETTING UP



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the DINO CRISIS™ 2 disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

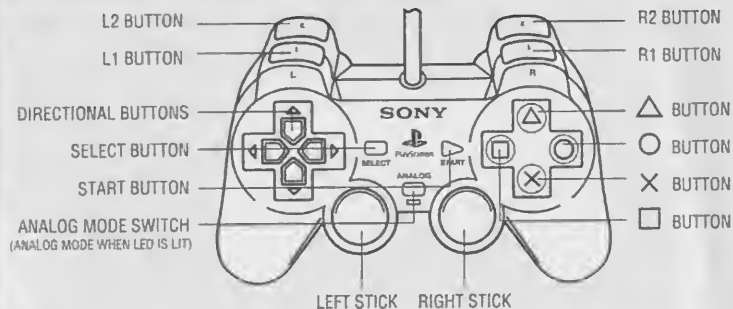
Tip: Watch the game demos before starting play for game hints.

MEMORY CARDS

To save game settings and results and to continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a Memory Card, the game will allow you to play without saving game settings and results.)

See page 22 for more information on saving game data.

CONTROLS



DINO CRISIS 2 is compatible with the DUALSHOCK™ analog controller in both analog and digital mode.

To control your character with the Left Stick, turn analog mode ON. Press the Analog Mode Switch to toggle Analog (red) or Digital (dim) mode. The Right Stick is not used.

DINO CRISIS 2 is for one player only. To change the default control configuration, use Option mode (see page 15).

This game supports the DUALSHOCK™ analog controller's vibration function. Turn vibration ON/OFF in Option mode.

MENU CONTROLS

Directional Buttons / Left Stick	Choose an option or command
X Button	Confirm a selection
■ Button	Confirm a selection
▲ Button	Cancel a selection

GAMEPLAY CONTROLS

START Button	Start game / Pause / Access Option mode
SELECT Button	Access Inventory screen / Cancel event movie
Directional Buttons / Left Stick	Move character (↑↓) / Rotate character (←→)
■ Button	Action (Check item / Attack)
X Button	Action (Check item / Attack)
● Button	Use sub weapon
▲ Button	Side / Back step
R1 Button	Draw weapon
R2 Button	Quick 180° turn
L1 Button	Change target (when a weapon is drawn)
L2 Button	Access map screen

Note: You can change the button assignments in Option mode. See page 15.

DROP IN ON DANGER ...

One year has passed since Regina's fight for survival against raging dinosaurs and the capture of the rogue scientist Dr. Kirk.

Despite dangers, the government has recklessly resumed massive research on Third Energy. The heedless quest for immediate results and neglect of precautions has predictable consequences. Another "accident" looms.

Suddenly, a military base, a research institute, and an entire town mysteriously vanish!



EDWARD



Now a special mission to rescue survivors, uncover the mystery and recover the missing research data begins.

Armed with the latest in heavy artillery, a hand-picked team heads into the unknown – a dangerous jungle from another time.

Only Regina has an inkling of the adrenaline-pumping prehistoric challenge the team will soon encounter ...

Pure terror!

REGINA

HINT: Regina can short-circuit some electrically locked doors with her Large Stun gun. Check in front of a door.

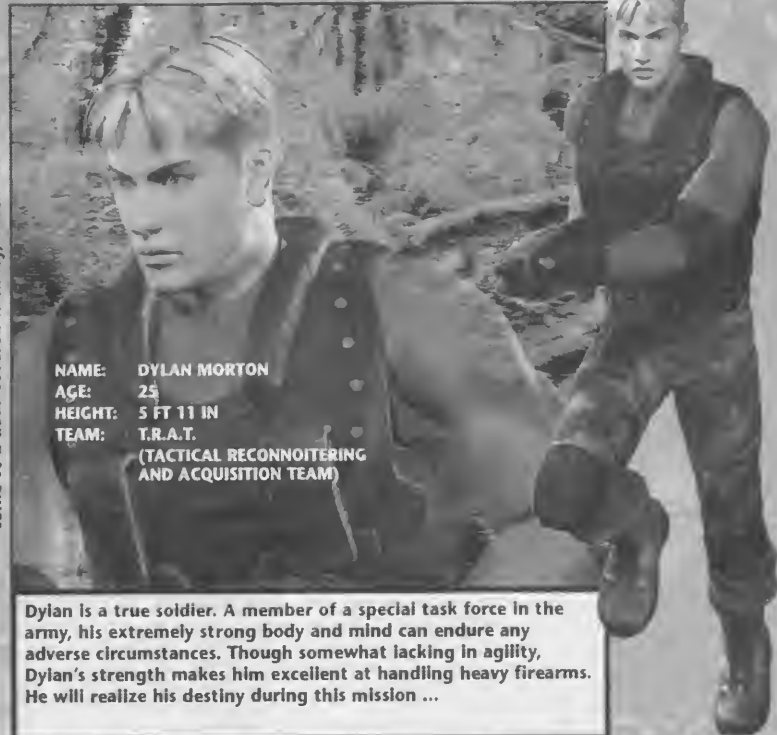


NAME: REGINA
AGE: 24
HEIGHT: 5 FT 9 IN
TEAM: S.O.A.T.
(SECRET OPERATION RAIN TEAM)

An expert in stealth missions, Regina is a member of an espionage agency that reports directly to the government. She is a survivor of last year's mission to capture Dr. Kirk. Considering her outstanding past performance, the agency tagged her once again for this mission. Agility and cool composure in any situation are her biggest strengths.

DYLAN

HINT: Dylan can cut ivy with his Machete. If you come to a door covered with ivy, check the door.

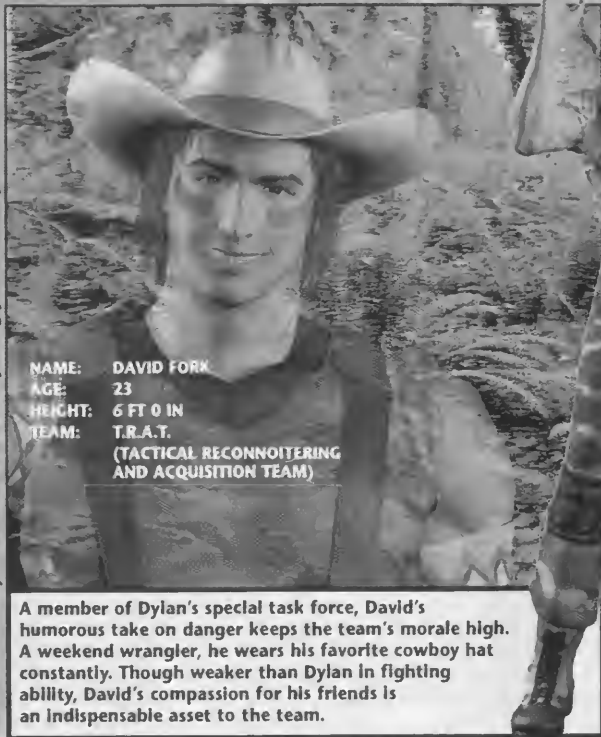


NAME: DYLAN MORTON
AGE: 25
HEIGHT: 5 FT 11 IN
TEAM: T.R.A.T.
(TACTICAL RECONNOITERING
AND ACQUISITION TEAM)

Dylan is a true soldier. A member of a special task force in the army, his extremely strong body and mind can endure any adverse circumstances. Though somewhat lacking in agility, Dylan's strength makes him excellent at handling heavy firearms. He will realize his destiny during this mission ...

DAVID

HINT: Use various weapons properly according to situations. For example, when your character is surrounded by enemies, you can evade attacks by using your sub weapon.



NAME: DAVID FORM
AGE: 23
HEIGHT: 6 FT 0 IN
TEAM: T.R.A.T.
(TACTICAL RECONNOITERING
AND ACQUISITION TEAM)

A member of Dylan's special task force, David's humorous take on danger keeps the team's morale high. A weekend wrangler, he wears his favorite cowboy hat constantly. Though weaker than Dylan in fighting ability, David's compassion for his friends is an indispensable asset to the team.



MYSTERIOUS SURVIVORS



Regina and Dylan encounter mysterious survivors in Edward City. For some reason, these eerie individuals are hostile to the rescue team and attack them persistently. They hold a significant clue to the riddle of Edward City's disappearance.

DINOSAURS



NAME: ALOSUR
TYPE: MEDIUM CARNIVORE
LENGTH: 27 FT 10 IN
HEIGHT: 9 FT 11 IN

Though not as big as Tyrannosaur, Alosaur can attack incredibly fast in spite of its size.

NAME: TYRANNOSAUR
TYPE: LARGE CARNIVORE
LENGTH: 47 FT 6 IN
HEIGHT: 15 FT 9 IN



NAME: VELOCIRAPTOR
TYPE: SMALL CARNIVORE
LENGTH: 14 FT 9 IN
HEIGHT: 5 FT 11 IN

Velociraptor attacks with its sharp front claws while maneuvering on its rear legs. It is very agile and has excellent jumping ability.



NAME: PTERANODON
TYPE: PTERODACTYL
LENGTH: 9 FT 11 IN
HEIGHT: 3 FT 11 IN

The best known pterodactyl, Pteranodon's wingspan can stretch out as long as 20 feet. Pteranodon surrounds its victims and attacks in groups.



Tyrannosaurus is famous for being the strongest carnivore to walk the face of the earth. It hunts other dinosaurs, using its huge body and fearsome teeth to attack prey.

STARTING THE GAME

YOUR MISSION

Sneak into Edward City, which has been mysteriously sent back to the Cretaceous period, complete the two missions below, and return to the present day alive!

- Rescue all survivors in Edward City.
- Secure Third Energy research data.

MAIN MENU

1. When the **DINO CRISIS 2** Title screen appears, press **START** to display the Main Menu.
2. Use the Directional Buttons/Left Stick **↑/↓** to choose a mode, then confirm with the **X**, **■** or **START** Button.
3. Choose one of the following Main Menu options:

NEW GAME Choose **NEW GAME** when you play **DINO CRISIS 2** for the first time, or to start a completely new game even if you've played before. The game will start from the beginning after you choose a difficulty level (**NORMAL / HARD**).

LOAD GAME Insert a Memory Card containing **DINO CRISIS 2** saved data before turning on your PlayStation. Then choose **LOAD GAME** to restart your game from the point where you saved. A Load screen will appear. Choose a Memory Card to load from, and then choose a saved data file. (An optional Memory Card is required to save game data. See page 22 for details.) **Do not remove a Memory Card while saving or loading. Doing so may destroy save data in the Memory Card.**

OPTION Choose **OPTION** to adjust various game settings. (See page 15 for more details.)



OPTION MODE

To access the Option menu, select **OPTION** from the Main Menu or the Pause menu. On the Option menu, use the Directional Buttons/Left Stick **↑/↓** to choose an option, then confirm and access its submenu with the **X** or **■** Button.


On submenus, use the Directional Buttons/Left Stick **←/→** to select the setting you want, then confirm with the **X** or **■** Button.

- | | |
|-----------------------|--|
| KEY CONFIG | Change the button assignments by choosing TYPE A, B or C . |
| SOUND | Choose MONAURAL or STEREO according to the speaker setup on your TV. |
| MONITOR TUNING | Adjust the screen brightness. (Available only with TVs that have a brightness adjustment.) |
| RESET | Return to the Title screen. Use this to end the game during gameplay. |
| EXIT | Quit back to the Main Menu or Pause menu. |



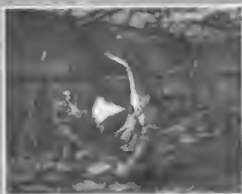
BASIC ACTIONS

MAIN WEAPON ATTACK


Press the R1 button to ready your weapon. Press the  or X button to fire.

- Press the L1 button with the R1 button held down to change targets automatically
- Your character can move with the R1 button held.
- Your character can fire as she/he runs.


R1 + /X (default)



SUB WEAPON ATTACK

Press the  button to use a sub weapon.

- Your character can use a sub weapon even when the main weapon is drawn.
- With certain main weapons, your character cannot use a sub weapon.

 (default)





QUICK 180° TURN

Press the R2 button to make your character quickly turn in the opposite direction. This action is especially useful when you want to run from an enemy.

R2 (default)

CHECK





Stand in front of an object to be checked and press the  or X button to check it. Also use the  or X button to do the following:


- Open doors.
- Climb up/down ladders or stairs.
- Pick up an item or file.

/X (default)



SIDE/BACK STEP

Hold the Directional Buttons/Left Stick and press the  Button // to perform a side step or back step. You cannot attack during this maneuver, or step forward. In order to use side/back step, change the Key Config settings in Option mode (see page 15).

// +  (default)



INVENTORY



Press **SELECT** during gameplay to open the Inventory screen, where you can check your character's condition, equip weapons and use items, etc.

Highlight one of the four Inventory options: **WEAPON**, **ITEM**, **FILE** or **MAP**, with the Directional Buttons/Left Stick \uparrow/\downarrow and press the **X** button. To return to gameplay, press the \blacktriangle button or **SELECT**.

WEAPON

When you choose **WEAPON** in the Inventory screen, the following options are displayed:

- MAIN WEAPON** Main weapon currently equipped, held with right hand or both hands.
- SUB WEAPON** Sub weapon currently equipped, held with left hand.

Highlight either weapon type with the Directional Buttons/Left Stick \uparrow/\downarrow and select with the **X** button. When a list of weapons appears, select a weapon to equip. Then select one of the following options:

- EQUIP** Equip the weapon.
- CHECK** Check the weapon.

Some of main weapons require both hands to equip. When you are using a two-handed main weapon, you cannot have a sub weapon. You must have a main weapon equipped to return to the gameplay.

ITEM

Rotating items are located in various areas of the game. To get one of these items, stand in front of it and press the **X** button. When you choose **ITEM** in the Inventory screen, you can select one of the following options:

RECOVERY

Display recovery items in your Inventory. When "Will you use it? YES / NO" appears, select "YES" to use the item.

KEY ITEM

Display key items required to advance in the game. Select one of the key items to display the following two options for using it:

USE

Use the highlighted item.

CHECK

Check the highlighted item.

FILE

You'll find different confidential files during the game. Some of these contain hidden hints to solving puzzles. When you collect a file, it goes into your Inventory. To read a file, select **FILE** on the Inventory screen, then select the file you want to check out.

MAP

Areas you explore are mapped automatically. Select **MAP** on the Inventory screen to view them. On the map, your character's current location is shown as a blinking point; locked doors are shown in color; blinking doors can be unlocked by a key in your Inventory; and areas with Save Points are marked with "S." Toggle different area maps by pressing the Directional Buttons/Left Stick \uparrow/\downarrow . Zoom in/out by pressing the \blacksquare and **X** buttons.

EXTINCT POINTS & BONUS POINTS

You acquire Extinct Points when you defeat an enemy. Use your Extinct Points to purchase ammo and other necessary items. You can also earn the following Bonus Points:

- COMBO BONUS** If you defeat enemies successively, you earn Combo Bonus Points. For example, if you defeat three Velociraptors in succession, you get 100 pts + (100 + 40 pts) + (100 + 60 pts) = 400 pts. A Combo Mark is displayed on screen when the Combo Bonus applies.
- COUNTER BONUS** When you counterattack an enemy the moment it attacks you, you get Counter Bonus Points, and a Counter Mark is displayed.
- NO DAMAGE** If you defeat five or more enemies and don't take any damage before exiting the area, you earn No Damage Bonus Points.

When you exit the area, the Results screen shows the Room Total (total Extinct Points acquired in the area) and Combo Total (number of Combos you performed in the area). You can also check your current Extinct Points in the Inventory screen.

SAVE POINTS & PURCHASING ITEMS

At a Save Point (marked with an "S" on the map), you can save your game data. You can also purchase items with Extinct Points you have acquired. Select SHOP in the Save Point menu to purchase items, then select one of the following options:

- WEAPON** Purchase weapons. Weapons need to be equipped on the Inventory screen before you can use them.
- RECOVERY** Purchase recovery items, including Med Paks and Hemostats. See page 21.
- MAGAZINE** Purchase weapon ammo and cartridges that increase a weapon's maximum ammo.

Note: At certain Save Points, more options may be available.

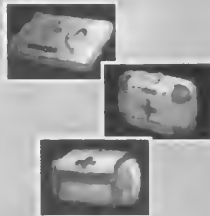
DAMAGE / RECOVERY

Vitality Gauge



Your character takes damage when attacked. Watch the Vitality Gauge on screen to check on your character's damage level. When your character is bleeding, the Vitality Gauge turns red.

- Use a small, medium or large Med Paks to recover your character's vitality in varying amounts.
- Bleeding from injuries will cause your character to gradually lose vitality. Use a Hemostat or large Med Pak to stop the bleeding.



GAME OVER / CONTINUE

When your character's vitality ebbs away to nothing, the character dies and your game is over. The game also ends when your time is up in mini games or your sub character dies.

If your character's vitality drops to zero but you have a Resuscitation item, you can continue from the beginning of the area. When "Will you use Resuscitation? YES / NO" appears, choose "YES" to use the item and continue. If you choose "NO," your game is over.

You can also use a Resuscitation item to fully restore your character's vitality (same as a Complete Med Pak).



SAVING GAME DATA

You can save your game data, including score rankings and option settings. When you reach certain points in the game, the Save Point menu screen will be displayed. This screen shows the following:

- SAVE POINT LOCATION
- AREA
- DIFFICULTY
- PLAY TIME
- NUMBER OF GAMES YOU COMPLETED

To save your game data:

1. Use the Directional Buttons/Left Stick to select **SAVE** in the Save Point menu.
2. Choose the Memory Card that will take the saved game data.
3. When "Will you save? YES / NO" appears, choose "YES" to save your game data.

Note: Saving game data requires an optional Memory Card with at least one free block of memory. **Do not remove your Memory Card, turn off or reset your PlayStation console while saving. Doing so may cause data destruction in the Memory Card.**

LIKE TO TIME TRAVEL?

THEN PACK UP AND VISIT
SOME OLD FRIENDS...
SOME *VERY OLD* FRIENDS.

AND DON'T FORGET THE BRADYGAMES
DINO CRISIS™ 2 OFFICIAL STRATEGY GUIDE!

- COMPLETE WALKTHROUGHS FOR EACH AREA
- DETAILED AREA MAPS
- SECRETS REVEALED

Purchase BradyGAMES
Dino Crisis™ 2 Official Strategy Guide
at your local electronics, book,
or software retailer or online at
www.bradygames.com

ISBN #: 0-7440-0021-1

UPC #: 7-52073-00021-9

Price: \$12.99 US/\$18.95 CAN/£11.50 Net UK

BRADYGAMES
TAKE YOUR GAME FURTHER
www.bradygames.com

CAPCOM
www.capcom.com





TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3x5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:

CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

DINO CRISIS 2

NAME

ADDRESS

CITY

STATE

ZIP CODE

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

For information on Capcom's Privacy Policy visit www.capcom.com

Offer valid 9/1/99 to 01/31/01. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see www.capcom.com for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors, and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 01/31/01.

© CAPCOM CO., LTD. 2000. © CAPCOM U.S.A., Inc. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

CAPCOM
www.capcom.com